

Spring 2025 Three Rivers District Camporee Leader's Guide



Ahoy mateys! Grab your peg legs and eye patches. This year's spring camporee is going to be a swashbuckling good time. Who hasn't dreamt of being a pirate at some point in their life? Come sail the seven seas in search of treasure, glory, and adventure. We pirates are the Arrowmen of the Nacha Sipo Chapter of the Order of the Arrow. We look forward to walking the plank into the unknown with our fellow scouts of all ages. Adult leaders are welcome to accompany their

patrols, but not permitted to help. All events have been designed with scout safety and enjoyment in mind. Team building and critical thinking are a must. Scouts of any age, from Arrow of Lights to Eagles, will be able to participate. Many hours and conversations have gone into planning this weekend. It has finally happened. We want to thank everybody involved with the planning and execution. We hope everybody enjoys this as much as we will. So, hoist your colors high, weigh anchor, and keep a weathered eye on the horizon. We set sail for fortune.

Date:

April 11-13th , 2025

Location:

Camp Sequoyah, Frank Spain Scout Reservation

Uniform:

Per National regulations, Units should travel to and from camp in Class A uniform. Class A uniform is also required for Closing Campfire and Scout's Own Service. A Class B uniform determined by the unit is acceptable for Saturday's events. Pirate costumes and/or accessories are encouraged on Saturday afternoon as long as they are scout appropriate.

Arrival:

Check In will begin Friday night at 6PM in the parking lot and will end at 9:30PM. Units should try to arrive Friday night. Additional Check-In available Saturday morning 7AM-10AM.

Departure:

All units should depart from camp by 10:30AM on Sunday. Before departure units should police their campsite for trash and bring the trash bag from their campsite to the dumpsters by the Dining Hall. Camporee Staff will pick up the trash cans. If units (or individuals) are leaving before Sunday morning please let the Camporee Staff know for safety and logistical purposes.

Parking:

Each unit will be allowed to keep one vehicle and trailer in the campsite. Other vehicles will be allowed in camp during loading and unloading periods but will be restricted to the parking lot otherwise.

Meals:

Each unit will be responsible for providing their own meals. The Camporee Staff will provide a small Cracker Barrel Friday night

Registration:

Registration will be available ~~~~~ and can be completed online or by filling out the form below.

<https://www.jotform.com/250415484978165>

Campfires:

Units are permitted to have fires in their campsites as long as fire safety rules, Leave No Trace, and the Outdoor Code are all followed.

Emergencies: In the case of an emergency event an air horn will be sounded from the camp office. If this horn is heard all Campers, Visitors, and Camporee Staff should report to the Dining Hall immediately.

First-Aid:

Units are encouraged to perform any minor First-Aid needed themselves. In the cases beyond the capabilities of a unit there will be a Camp Medic who can be found at the Med Hut. If the Medic is not at the Med Hut, there will be a sign indicating where to find them.

Camporee Schedule

FRIDAY	
6PM-9:30PM	Check In (parking lot)
9PM-10PM	Cracker Barrel

9:30PM	SPL Meeting (camp office)
11PM	Lights Out
SATURDAY	
7AM-10AM	Check In (Staff Office)
7:00-8:00	Breakfast (in your campsite)
7:00 AM	Assembly for Flag Raising and Announcements (Parade Field)
8:15-11:45AM	Activities
12:00-1:00pm	Lunch (in your campsite)
1:30PM-4:00PM	Activities (Waterfront)
4:00PM-6:30PM	Dinner (in your campsite)
5:30 PM	Skit submissions due (Leader's Hut)
5:00-5:30PM	Dessert Competition Judging (Leader's Hut)
6:30 PM	Evening Assembly and Flag Lowering (Parade Field)
6:45PM	SPL/Patrol Leader vs. Staff Ultimate Frisbee Competition (Parade Field)
8:00-9:00PM	Closing Campfire
11:00PM	Taps
SUNDAY	
7:00AM-8:30AM	Breakfast and Breakdown Camp (in your campsite)
8:30 AM	Scout's Own Service (chapel)
10:00 AM	All Scouts Depart Camp

*****Please note that the activities and events included in this Leader's Guide are subject to change due to staffing, weather, or other factors. A final copy of the Leader's Guide will be available at check in on Friday, April 11.

Competitions

- Bucket Relay
- Raft building competition
- Canoe Race
- Canoe Tug of War
- Catch the Kraken
- Dessert Competition
- String Burn
- SPL/PL vs. Staff ultimate Frisbee

Bucket Relay (Flag Plaza)

This is a timed event. Patrols will require 4-8 participants for this competition. It will take place by the flag plaza. There will be two buckets at the starting point, one with a hole and one without. Participants must take the bucket with the hole, run a short distance to the water bottle filling station, fill the bucket with the hole, run back, and dump the remaining water into the bucket without a hole. They then hand the bucket off to the next person in line. This process repeats until the bucket without the hole is filled. The Patrol with the best time wins.

Raft Building Competition (Council Ring)

This competition is a test of Scouts' knot tying and lashing skills. Patrols will be given materials and have to replicate an example raft. They will be timed and judged based on accuracy to the example structure, speed, stability, and weight bearing.

Judges: When judging base primarily off of speed. However, there should be a time penalty added for failure to build an accurate replica of the example structure.

Canoe Race (Waterfront)

2 Scouts per patrol race in a canoe to be the first to cross the finish line. Scouts participating must be Swimmers.

Canoe Tug of War (Waterfront)

5 Scouts participate and can be Swimmers or Beginners. Bracket play with single elimination. Pull the opposing canoe completely across the midline to win! Rules: Hands Only. Canoe cannot swamp before, during, or after.

Catch the Kraken! (Waterfront)

Each troop will make their own version of the kraken prior to the camporee and bring it and the method to catch it to be judged. Points for creativity and method of catching this mysterious beast. Each troop decides what the kraken is made of and how to catch it. Your kraken must float!

Dessert Competition (Leader's Hut)

Troops will be making a dessert item with their own ingredients and a random fruit item provided. Troops must use all edible parts of their fruit item. Judges will come to each campsite between 5PM and 5:30PM. If Patrols want to share their dessert with the rest of camp, they can bring it to the dining hall

String Burn (behind Med Hut)

This is a timed event that will be held behind the Med Hut. All patrol members participate. Two strings will be stretched between vertical sticks, one 12 inches above the ground, and the other 18 inches above the ground. On the starting signal, timing begins. Each patrol prepares a fire and lights it with flint and steel. When laying the fire, wood can only be a maximum of 12 inches above the ground. No grass, leaves, pine needles, or artificial fuel may be used. When the first-string burns through, stand back. From that point on, do not touch or blow on the fire. Time stops when the second string is burned through.

SPL/PL vs. Staff (Parade Field)

Ultimate frisbee

Activities

- Sequoyah Sidewinder (Water Slide)
- Night Repel
- Closing Campfire
- Cracker Barrel
- Scout's Own Service

Sequoyah Sidewinder

Experience the thrill of our waterslide! You do not need to be a swimmer to participate.

Night Repel

Have fun at Sequoyah's Climbing Tower in the night (lights will be setup for safety).

Closing Campfire

The Closing Campfire will consist of skits, songs, awards, and lots of fun! Units are highly encouraged to contribute a skit or song to the program. All skits and/or songs must be turned into the staff for approval by 5:30 at the Leader's Hut.

Cracker Barrel

Join us in the dining hall for food and fellowship Friday night.

Scout's Own Service

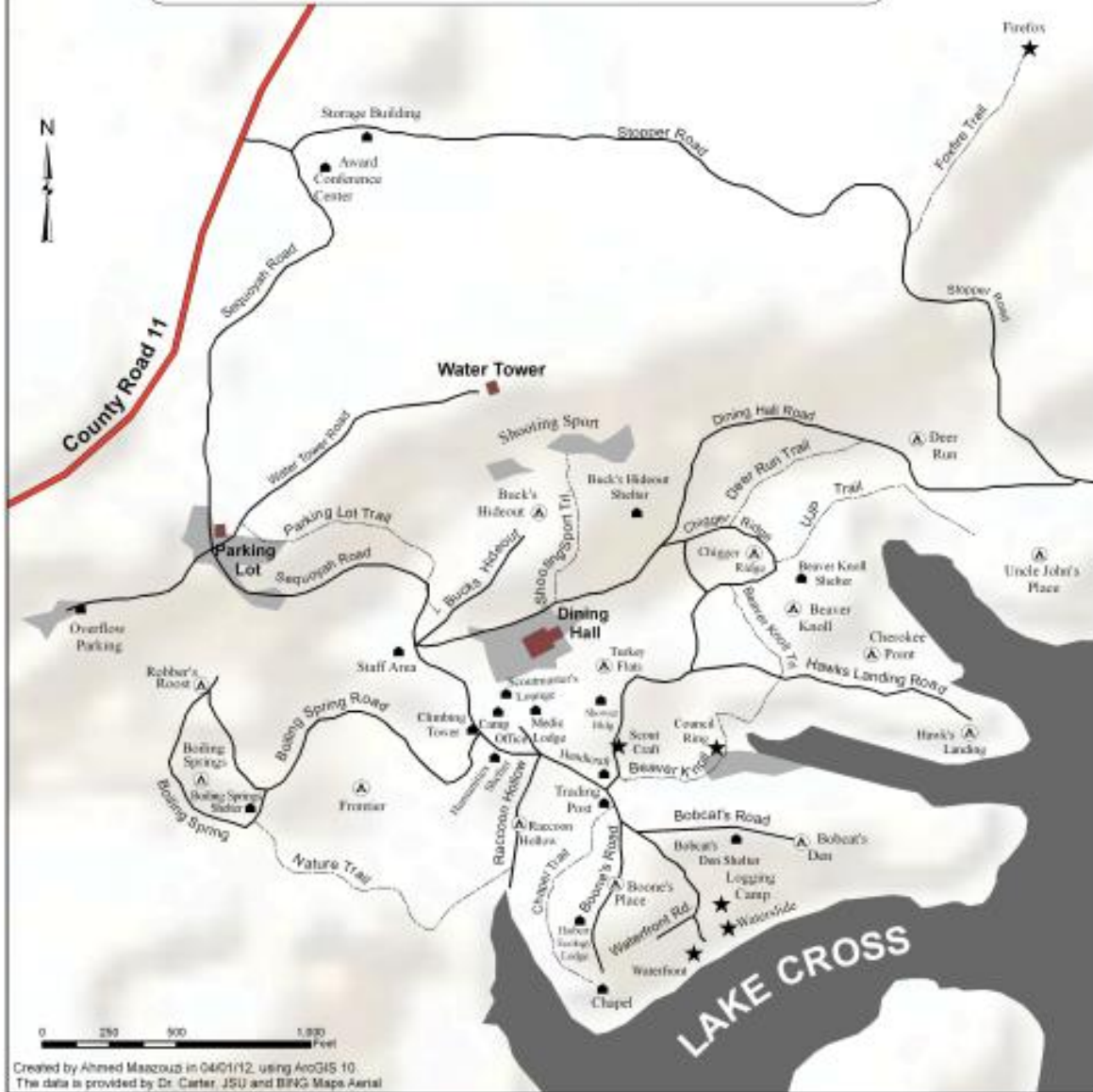
Join us at the Chapel Sunday morning for a brief service.

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CAMP SEQUOYAH, ALABAMA

Frank Spain Scout Reservation: Camp Sequoyah
 Mailing Address: 4907 County Road 11
 Delta, AL 36258

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| • Buildings | — County Roads | ■ Main Buildings |
| ⊙ Campsites | — Roads | ■ Waterbodies |
| ★ Program Area | — Trails | ■ Clearings |



Camp map, <https://1bsa.org/wp-content/uploads/2020/11/Camp-Sequoyah-Map.pdf>